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Winter 2012

CS 399-01: iOS Programming I

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CS 399 01 iOS Programming I
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Course Syllabus

Description:

The iOS programming I class focuses on projects to progressively demonstrate concepts and practical approaches for embedded application development. Projects use Mac OS X computers and iOS simulators. University owned iPads are available for project demonstrations. Students are encouraged to join Apple's iOS developer program, deploy project applications to their personal devices, and sell applications through Apple's App Store.

Students will develop:

- competency developing software for iOS devices including any of iPhone, iPod Touch, or iPad
- understanding of the C and Objective-C programming languages
- understanding of typical embedded software constraints including resource management
- understanding of iOS development tools and software development life cycles
- ability to read, reuse, and extend iOS frameworks and documentation

Instructor:

Erik M. Buck is a well known author and expert in embedded real-time software, iOS software development, object oriented software design, modern 3D and 2D graphics, Human Machine Interfaces (HMI), and systems programming. He brings decades of experience from the entertainment and aerospace industries to the classroom.

"Learning OpenGL ES for iOS: A Hands-on Guide to Modern 3D Graphics Programming" Addison-Wesley Professional; 1 edition (February 2, 2012)
ISBN-10: 0321741838
ISBN-13: 978-0321741837

"Cocoa Design Patterns" Addison-Wesley Professional; 1 edition (September 11, 2009)
ISBN-10: 0321535022
ISBN-13: 978-0321535023

"Cocoa programming" Sams; 1st edition (September 20, 2002)
ISBN-10: 0672322307